## **EAST Search History**

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	6254	709/224.ccls.	US-PGPUB; USPAT; EPO; JPO; IBM_TDB	OR	ON	2007/05/29 11:27
L2	91747	"709"/("226" "227" "228" 232-233). ccls.	US-PGPUB; USPAT; EPO; JPO; IBM_TDB	OR	ON	2007/05/29 11:27
L3	9472	709/226-228.ccls. 709/232-233.ccls.	US-PGPUB; USPAT; EPO; JPO; IBM_TDB	OR	ON	2007/05/29 11:27
L4	286	370/230.1.ccls.	US-PGPUB; USPAT; EPO; JPO; IBM_TDB	OR	ON	2007/05/29 11:28
L5	2772	370/232.ccls. 370/235.ccls.	US-PGPUB; USPAT; EPO; JPO; IBM_TDB	OR	ON	2007/05/29 11:28
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L11	205	6 and 10	US-PGPUB; USPAT; EPO; JPO; IBM_TDB	OR	ON	2007/05/29 11:29

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L12	21081	microsoft.as.	US-PGPUB; USPAT; EPO; JPO; IBM_TDB	OR	ON	2007/05/29 11:29
L13	204	11 not 12	US-PGPUB; USPAT; EPO; JPO; IBM_TDB	OR	ON	2007/05/29 11:29
L14	12056471	@ad<"20011108"	US-PGPUB; USPAT; EPO; JPO; IBM_TDB	OR	ON	2007/05/29 11:30
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L18	29641	packet.clm.	US-PGPUB	OR	ON	2007/05/29 11:32
L19	3227	administrator.clm.	US-PGPUB	OR	ON	2007/05/29 11:32
L20	222	18 and 19	US-PGPUB	OR	ON	2007/05/29 11:32
L21	10408	"data transmission".clm.	US-PGPUB	OR	ON	2007/05/29 11:33
L22	14	20 and 21	US-PGPUB	OR	ON	2007/05/29 11:33

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Relevance scale

RCBR: a simple and efficient service for multiple time-scale traffic

Matthias Grossglauser, Srinivasan Keshav, David N. C. Tse

December 1997 IEEE/ACM Transactions on Networking (TON), Volume 5 Issue 6

Publisher: IEEE Press

Full text available: pdf(617.74 KB)

Additional Information: full citation, references, citings, index terms,

<u>review</u>

**Keywords**: compressed video, multiple time scales, renegotiation, variable bit-rate

service

2 RCBR: a simple and efficient service for multiple time-scale traffic

M. Grossglauser, S. Keshav, D. Tse

October 1995 ACM SIGCOMM Computer Communication Review, Proceedings of the conference on Applications, technologies, architectures, and protocols for computer communication SIGCOMM '95, Volume 25 Issue 4

Publisher: ACM Press

Full text available: pdf(1.50 MB)

Additional Information: full citation, abstract, references, citings, index terms

Compressed video traffic is expected to be a significant component of the traffic mix in integrated services networks. This traffic is hard to manage, since it has strict delay and loss requirements, but at the same time, exhibits burstiness at multiple time-scales. In this paper, we observe that slow time-scale variations can cause sustained peaks in the source rate, substantially degrading performance. We use large deviation theory to study this problem and to motivate the design of Renegotiat ...

Dynamic bandwidth allocation using loss-load curves

Carev L. Williamson

December 1996 IEEE/ACM Transactions on Networking (TON), Volume 4 Issue 6

Publisher: IEEE Press

Full text available: pdf(1.29 MB)

Additional Information: full citation, references, index terms

4 A game theoretic framework for bandwidth allocation and pricing in broadband networks



Haïkel Yaïche, Ravi R. Mazumdar, Catherine Rosenberg

October 2000 IEEE/ACM Transactions on Networking (TON), Volume 8 Issue 5

Publisher: IEEE Press

Full text available: pdf(252.80 KB) Additional Information: full citation, references, citings, index terms

**Keywords**: Nash bargaining solution, bandwidth allocation, elastic traffic, game theory, pricing

5 Online multicast routing with bandwidth guarantees: a new approach using multicast



network flow

Murali S. Kodialam, T. V. Lakshman, Sudipta Sengupta

June 2000 ACM SIGMETRICS Performance Evaluation Review, Proceedings of the 2000 ACM SIGMETRICS international conference on Measurement and modeling of computer systems SIGMETRICS '00, Volume 28 Issue 1

Publisher: ACM Press

Full text available: pdf(883.76 KB) Additional Information: full citation, abstract, references, index terms

This paper presents a new algorithm for on-line routing of bandwidth-guaranteed multicasts where routing requests arrive one-by-one without there being any a priori knowledge of future requests. A multicast routing request consists of a source s, a set of receivers R, and a bandwidth requirement b. This multicast routing problem arises in many contexts. Two applications of interest are routing of point-to-multipoint label-switched paths in ...

Keywords: Steiner tree, multicast routing, network flow, traffic engineering

6 Market-driven service allocation in a QoS-capable environment



Spyros Lalis, Christos Nikalaou, Dimitris Papadakis, Manolis Marazakis

October 1998 Proceedings of the first international conference on Information and computation economies ICE '98

Publisher: ACM Press

Full text available: ndf(955.45 KB) Additional Information: full citation, references, index terms

Keywords: OoS, contract bundling, multiple resources, resource management

7 Networking strategy at traveler's insurance



Linda Jean Camp, Marvin Sirbu

June 1993 Proceedings of the 1993 conference on Computer personnel research SIGCPR '93

Publisher: ACM Press

Full text available: Topof(1.27 MB)

Additional Information: full citation, abstract, references, index terms

The focus of this case study is The Travelers Companies' communications network. Change in the corporate arena comes more slowly than in the academic world. Economics force companies to change their networks; change is not usually sought. This study identifies the business and technology drivers that have forced technological change at The Travelers. The case study includes a history of The Travelers' network for perspective on this information - intensive company. Telecommunicat ...

8 Design and implementation of a prototype optical deflection network

John Feehrer, Jon Sauer, Lars Ramfelt

October 1994 ACM SIGCOMM Computer Communication Review, Proceedings of the conference on Communications architectures, protocols and applications SIGCOMM '94, Volume 24 Issue 4

Publisher: ACM Press

Full text available: pdf(1.06 MB)

Additional Information: full citation, abstract, references, citings, index terms

We describe the design and implementation of a packet-switched fiber optic interconnect prototype with a ShuffleNet topology, intended for use in shared-memory multiprocessors. Coupled with existing latency-hiding mechanisms, it can reduce latency to remote memory locations. Nodes use deflection routing to resolve contention. Each node contains a processor, memory, photonic switch, and packet routing processor. Payload remains in optical form from source to final destination. Each host proc ...

9 Explicit allocation of best-effort packet delivery service

David D. Clark, Wenjia Fang

August 1998 IEEE/ACM Transactions on Networking (TON), Volume 6 Issue 4

Publisher: IEEE Press

Full text available: pdf(208.85 KB) Additional Information: full citation, references, citings, index terms

**Keywords**: Internet protocol, TCP, packet networks, quality of service, rate control

10 A quantitative comparison of parallel computation models

Ben H. H. Juurlink, Harry A. G. Wijshoff
August 1998 ACM Transactions on Computer Systems (TOCS), Volume 16 Issue 3

**Publisher: ACM Press** 

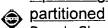
Full text available: pdf(1.06 MB)

Additional Information: full citation, abstract, references, citings, index

In recent years, a large number of parallel computation models have been proposed to replace the PRAM as the parallel computation model presented to the algorithm designer. Although mostly the theoretical justifications for these models are sound, and many algorithmic results where obtained through these models, little experimentation has been conducted to validate the effectiveness of these models for developing cost-effective algorithms and applications on existing hardware platforms. In ...

**Keywords**: parallel computation models, performance evaluation

11 Optimizing equijoin queries in distributed databases where relations are hash



Dennis Shasha, Tsong-Li Wang

May 1991 ACM Transactions on Database Systems (TODS), Volume 16 Issue 2

Publisher: ACM Press

Full text available: pdf(1.84 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms, review

Consider the class of distributed database systems consisting of a set of nodes connected by a high bandwidth network. Each node consists of a processor, a random access memory, and a slower but much larger memory such as a disk. There is no shared memory among the nodes. The data are horizontally partitioned often using a hash

function. Such a description characterizes many parallel or distributed database systems that have recently been proposed, both commercial and academic. We study the ...

**Keywords**: NP-complete problems, equijoin, hashing, relational data models, spanning trees, systems

12 <u>Military applications: Simulation methods for analysis of traffic processes in ATM networks</u>

Kenneth Y. Jo, Christopher Munk

December 2000 Proceedings of the 32nd conference on Winter simulation WSC '00

Publisher: Society for Computer Simulation International

Full text available: pdf(605.81 KB) Additional Information: full citation, abstract, references

This paper presents efficient simulation methods for analyzing modern, large-scale networks and evaluating their performance attributes. Characterizing traffic flows from multiple sources and applications is key in assessing overall network performance measures. It is essential to have quantitative network cost and performance measures in order to plan, design, and implement modern, large-scale networks such as the Advanced Distributed Learning Network (ADLN). ADLN requires integrated, multimedi ...

13 <u>Transporting compressed video over ATM networks with explicit-rate feedback control</u>



T. V. Lakshman, P. P. Mishra, K. K. Ramakrishnan

October 1999 IEEE/ACM Transactions on Networking (TON), Volume 7 Issue 5

Publisher: IEEE Press

Full text available: pdf(232.17 KB) Additional Information: full citation, references, citings, index terms

**Keywords**: ATM, congestion control, packet video

14 Rethinking the design of the Internet: the end-to-end arguments vs. the brave new



world

Marjory S. Blumenthal, David D. Clark

August 2001 ACM Transactions on Internet Technology (TOIT), Volume 1 Issue 1

Publisher: ACM Press

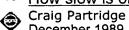
Full text available: pdf(176.33 KB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> <u>terms</u>

This article looks at the Internet and the changing set of requirements for the Internet as it becomes more commercial, more oriented toward the consumer, and used for a wider set of purposes. We discuss a set of principles that have guided the design of the Internet, called the end-to-end arguments, and we conclude that there is a risk that the range of new requirements now emerging could have the consequence of compromising the Internet's original design principles. Were ...

Keywords: ISP, Internet, end-to-end argument

15 How slow is one gigabit per second?



December 1989 ACM SIGCOMM Computer Communication Review, Volume 20 Issue 1

Publisher: ACM Press

Full text available: pdf(807.70 KB) Additional Information: full citation, abstract, citings, index terms

At first blush, one would expect that increasing data network transfer rates by two orders of magnitude (from the ubiquitous 10 Mbit speed of today's LANs to the greater than 1 gigabit-per-second speeds we expect of networks in the early 1990s) would severely impact our choice of network protocols and architectures. This report presents the strawman argument that, in fact, moving to one-gigabit data rates presents surprisingly few problems.

16 A generic late-join service for distributed interactive media

Jürgen Vogel, Martin Mauve, Werner Geyer, Volker Hilt, Christoph Kuhmünch October 2000 Proceedings of the eighth ACM international conference on Multimedia **MULTIMEDIA '00** 

Publisher: ACM Press

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> Full text available: pdf(806.18 KB)

In this paper we present a generic late-join service for distributed interactive media, i.e, networked media which involve user interactions. Examples for distributed interactive media are shared whiteboards, networked computer games and distributed virtual environments. The generic late-join service allows a latecomer to join an ongoing session. This requires that the shared state of the medium is transmitted from the old participants of the session to the latecomer in an efficient and scala ...

**Keywords**: RTP/I, distributed interactive media, generic service, late-join

17 Effects of communication latency, overhead, and bandwidth in a cluster architecture

Richard P. Martin, Amin M. Vahdat, David E. Culler, Thomas E. Anderson

May 1997 ACM SIGARCH Computer Architecture News, Proceedings of the 24th annual international symposium on Computer architecture ISCA '97, Volume

25 Issue 2 **Publisher: ACM Press** 

Additional Information: full citation, abstract, references, citings, index Full text available: pdf(2.08 MB) terms

This work provides a systematic study of the impact of communication performance on parallel applications in a high performance network of workstations. We develop an experimental system in which the communication latency, overhead, and bandwidth can be independently varied to observe the effects on a wide range of applications. Our results indicate that current efforts to improve cluster communication performance to that of tightly integrated parallel machines results in significantly improved ...

18 Improving round-trip time estimates in reliable transport protocols

P. Karn, C. Partridge

August 1987 ACM SIGCOMM Computer Communication Review , Proceedings of the ACM workshop on Frontiers in computer communications technology SIGCOMM '87, Volume 17 Issue 5

Publisher: ACM Press

Additional Information: full citation, abstract, references, citings, index Full text available: R pdf(624.32 KB)

As a reliable, end-to-end transport protocol, the ARPA Transmission Control Protocol (TCP) uses positive acknowledgements and retransmission to guarantee delivery. TCP implementations are expected to measure and adapt to changing network propagation delays so that its retransmission behavior balances user throughput and network efficiency. However, TCP suffers from a problem we call retransmission ambiguity: when an acknowledgement arrives for a segment that has been retran ...

19 Improving round-trip time estimates in reliable transport protocols



Phil Karn, Craig Partridge

January 1995 ACM SIGCOMM Computer Communication Review, Volume 25 Issue 1

Publisher: ACM Press

Full text available: 🔁 pdf(555.63 KB) Additional Information: full citation, abstract, citings, index terms

As a reliable, end-to-end transport protocol, the ARPA Transmission Control Protocol (TCP) uses positive acknowledgements and retransmission to guarantee delivery. TCP implementations are expected to measure and adapt to changing network propagation delays so that its retransmission behavior balances user throughput and network efficiency. However, TCP suffers from a problem we call retransmission ambiguity: when an acknowledgment arrives for a segment that has been retransmitted, there i ...

20 Simulation study of the capacity effects of dispersity routing for fault tolerant realtime





Anindo Banerjea

August 1996 ACM SIGCOMM Computer Communication Review, Conference proceedings on Applications, technologies, architectures, and protocols for computer communications SIGCOMM '96, Volume 26 Issue 4

Publisher: ACM Press

Full text available: T pdf(71.88 KB)

Additional Information: full citation, abstract, references, citings, index terms

The paper presents a simulation study of the use of dispersity routing to provide fault tolerance on top of a connection oriented realtime service such as that provided by the Tenet scheme. A framework to study the dispersity schemes is presented. The simulations show that the dispersity schemes, by dividing the connection's traffic among multiple paths in the network, have a beneficent effect on the capacity of the network. Thus, for certain classes of dispersity schemes, we obtain a small impr ...

Results 1 - 20 of 64

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